Sirius Software Presents

PHANTOMS FIVE

DEMO
NOT FOR RESALE

PHANTOMS FIVE

You have been chosen to make a solo attack against our enemy, the Atarians. You will be evaluated on this mission according to the following point system:

TARGETS TO HIT:

HQ (Headquarters)	100 Points Max.
White Dot (Fuel Dump)	100 Points Max.
P (Post Office next to HQ)	30 Points Max.
Other letters (other targets)	30 Points Max.
Roads	20 Points Max.
Hidden Targets	20 Points Max.

TARGETS TO AVOID:

H (Red Cross Hospital)	Lose ALL Your Points
P (POW Camp)	Lose HALF Your Points

Further points are earned for the destruction of enemy fighters you will encounter while over the target area. Each plane destroyed will score 40 points.

FLIGHT INSTRUCTIONS:

The plane is set on Auto-Pilot for repeated passes over the target area. For each completed pass over the target area you will advance one level. Anti-aircraft guns will fire at you while over the target area . . . you will see the bursts on the ground as they fire at you . . . avoid them if you can. At higher levels of play the flak will increase, and the enemy aircraft will come at you at higher speed.

Paddle 0 controls the left-right movement of your plane during the bombing run, and the button releases your bombs. You may change your view of the plane to a bombsight by pressing the space bar . . . pressing the space bar agian will return you to a view of your Phantom plane. If you are hit by flak or shot down by enemy fighters you must go back to a lower level and lose one of your planes. There are a total of five planes available to reach the top of five levels. During fighter attacks you must use the button to fire bursts from your machine guns. The paddle is used to aim your guns left or right. A small amount of rotation of the paddle is all that is necessary . . . turning too far clockwise will merely center the guns and you will miss your mark.

To restart the game hold the button down for a few moments. To start the game while the title page is displayed, just press the space bar.
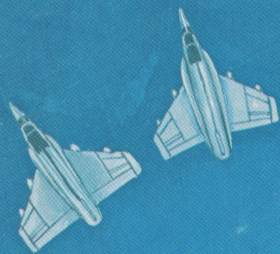
Programmed By Nasir Gebelli
Documentation By Jerry W. Jewell

GameArt Drawn With E-Z Draw
Assembly Language (48k)

Requires An Apple II Or II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller

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